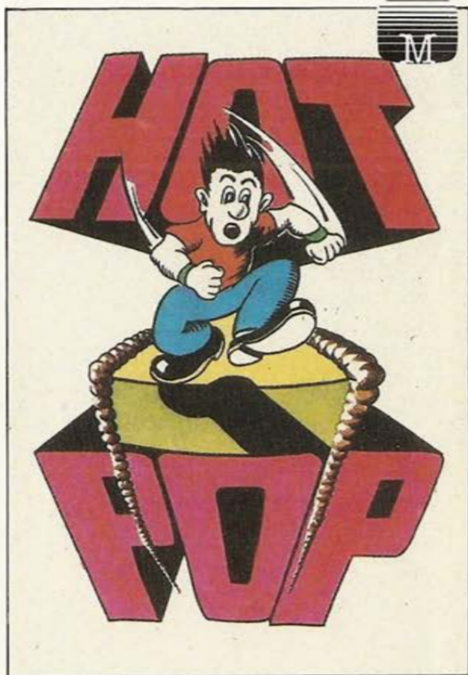


C64/128

HOT POP



Melbourne House **MELBOURNE HOUSE C64/128**

HOT POP

For 1 and 2 players
Keyboard or Joystick

LOADING

Make sure the tape is rewound to the beginning. Ensure all leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously.

INTRODUCTION

A little character called Hot Pop is moving, jumping, hopping and popping around all over the screen trying to get to his girlfriend's cottage.

On the way he picks up all the fruit he can find to give to his sweetheart, she adores fresh fruit. But watch out, his jealous rivals will do what they can to stop Hot Pop picking the fruit and visiting his girl.

This game requires skillful reactions to get through the 100 stages of play. Jump, Hop and Pop your way through each screen, climb ropes bounce off springboards, avoid airships and collect bonus helicopters.

Help Hot Pop rejoin his sweetheart as fast a possible.

SPECIAL FEATURES

Hot Pop has an editing capability which lets you create your own screens.

YOUR OBJECTIVE

Pick all the fruit on the screen and race to your girlfriend's cottage before the time bonus points run out.

OPERATION

Joystick: Single player use Port 2

Keyboard:

@ Up	SHIFT	Jumping
/ Down	F5	Pause the game
= Right	F3	Select the game you want to play
: Left		

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A little character called HOT POP is moving, jumping, hopping and popping around all over the screen trying to get to his girlfriend's cottage. On his way he picks up all the fruit he can find to give to his sweetheart, his jealous rivals will do what they can to stop HOT POP picking the fruit and visiting his girl. This game requires skillful reactions to get through the 100 stages of play.

SCORING

<u>Picking up fruit</u>	800 points
<u>Jumping over rival</u>	100 points
<u>Arriving at the cottage</u>	Collects time bonus
<u>Touching a helicopter</u>	500 points
<u>Bonus Round</u>	Join your girlfriend and get an extra man. You don't have to pick up all the fruit to do this.

EDITING CONTROLS

F3	Selecting a character
SHIFT	Setting a character
F5	Ending the stage to edit
N	Going to next stage
V	Going to previous stage
@	Up
/	Down
=	Right
:	Left

Published in Australia by
MELBOURNE HOUSE (AUSTRALIA) PTY. LTD.
96-100 Tope Street,
South Melbourne, Vic. 3205

Distributed in Australia by
SOFTWARE LICENSING & MARKETING PTY LTD
96-100 Tope Street,
South Melbourne, Vic. 3205.

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